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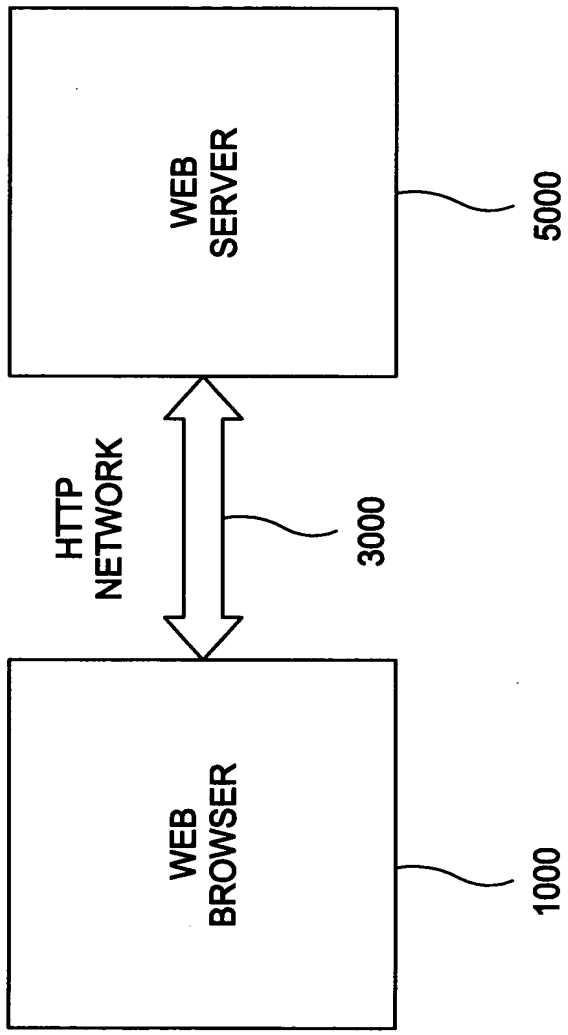

FIG. 1

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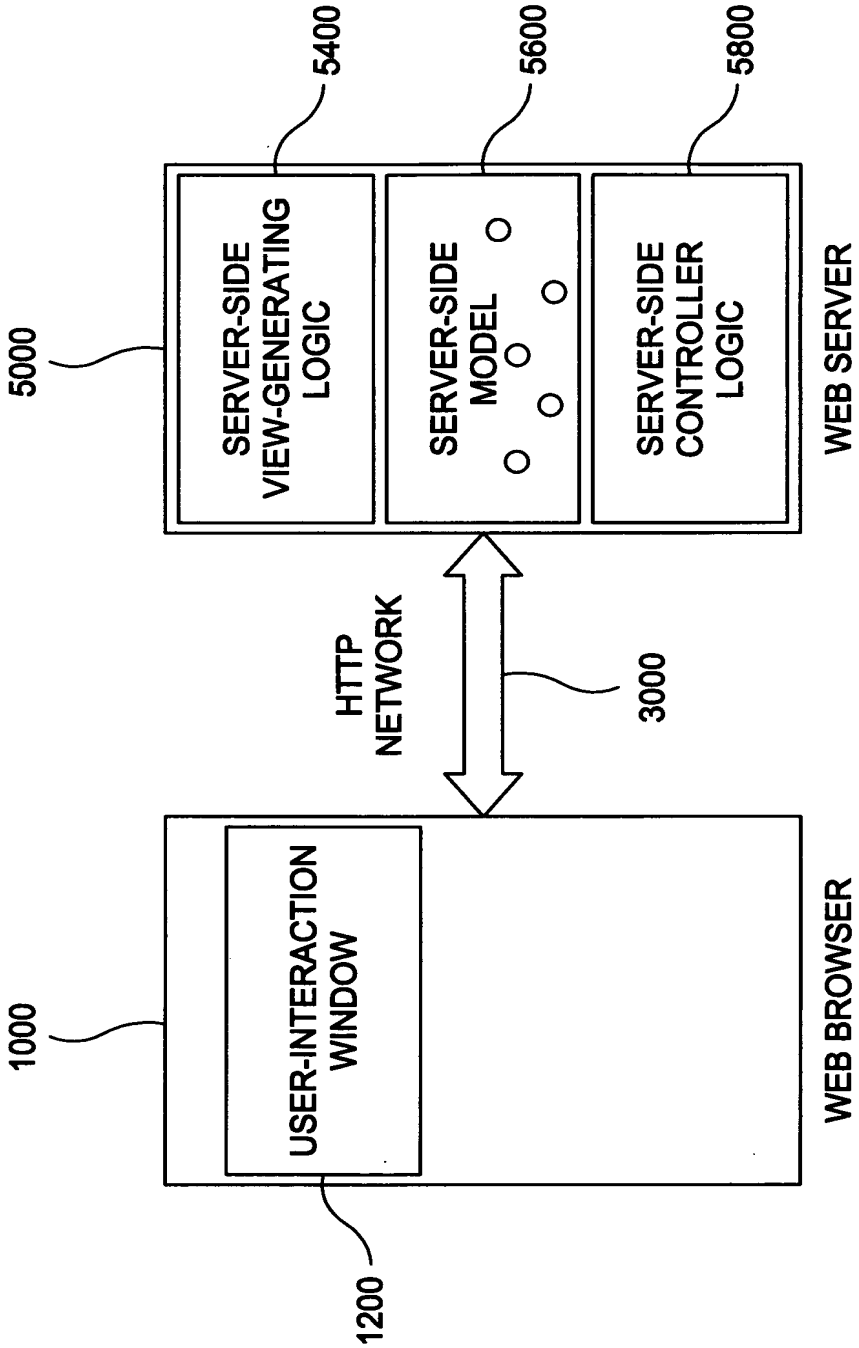

FIG. 2 PRIOR ART

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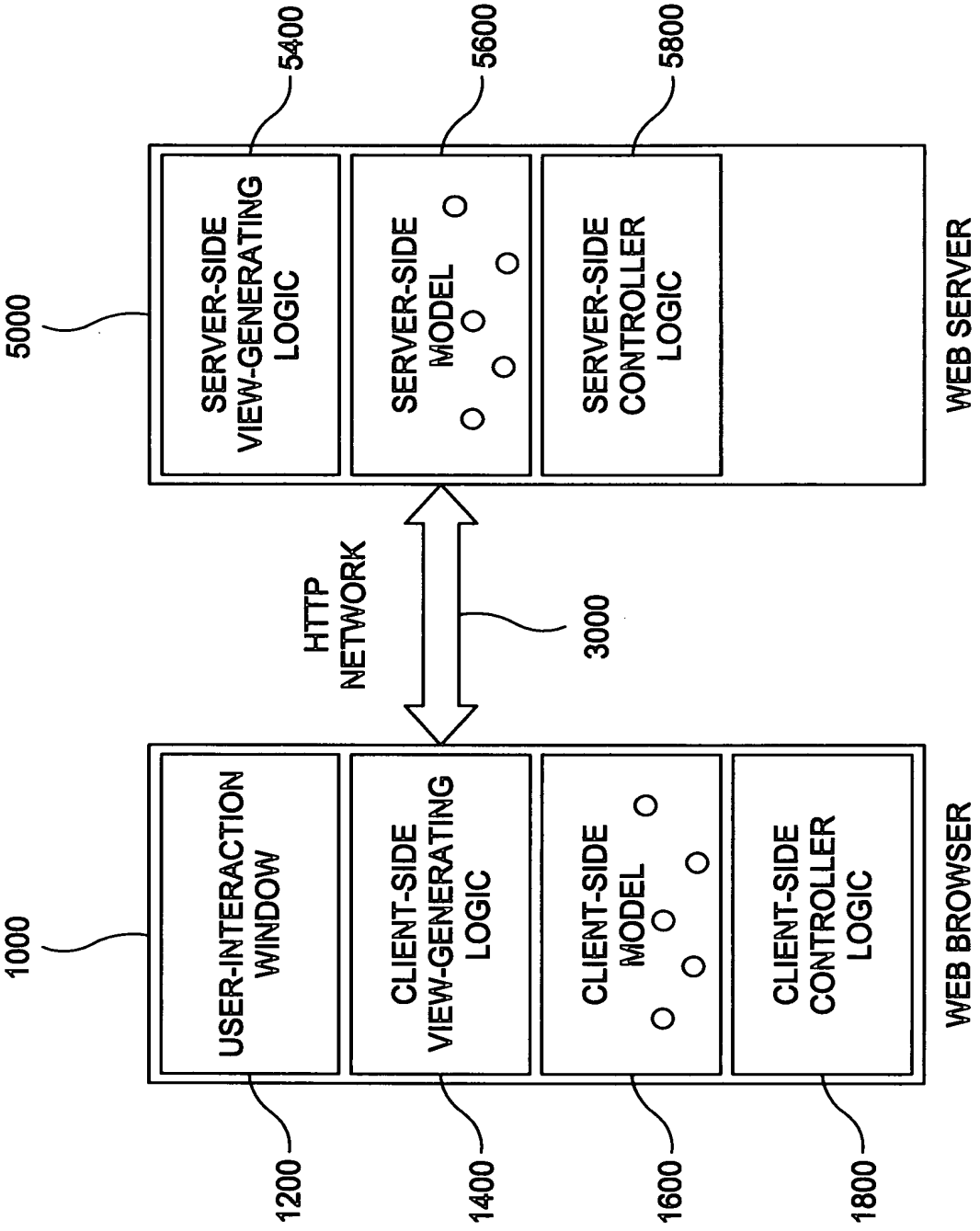

FIG. 3

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FIG. 4

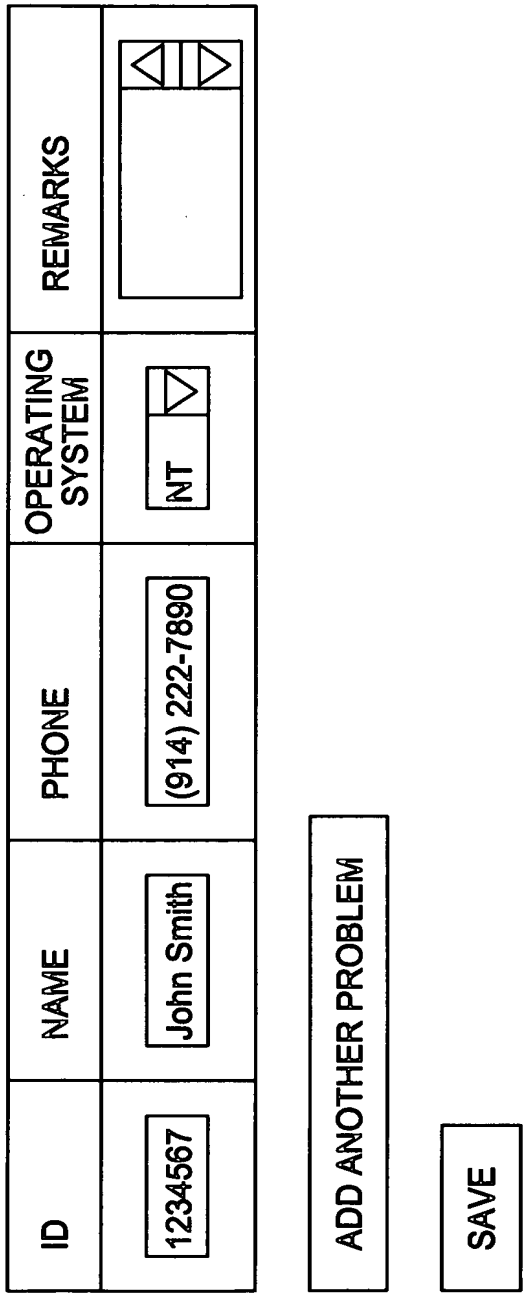

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FIG. 5

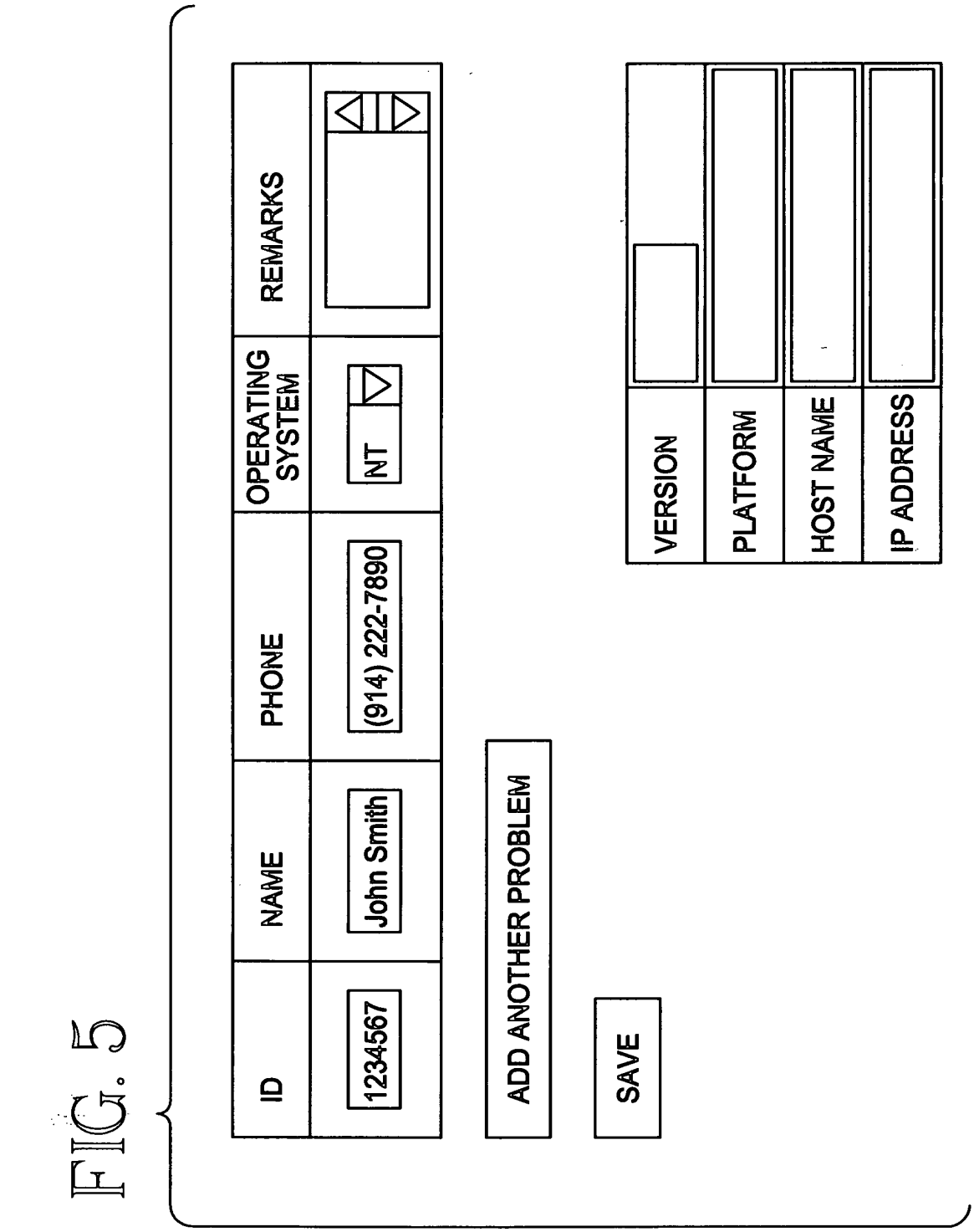

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FIG. 6 PRIOR ART

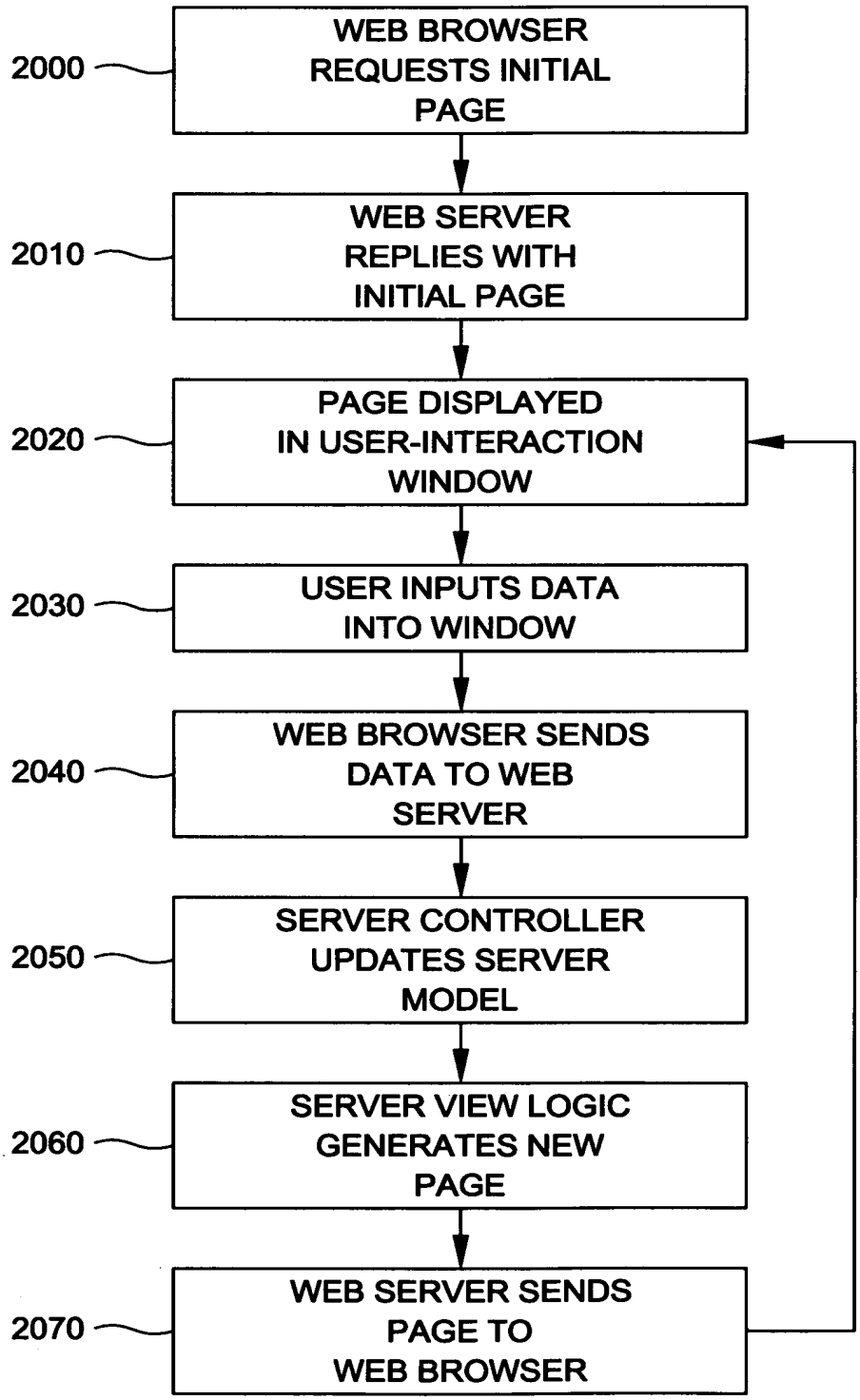

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FIG. 7

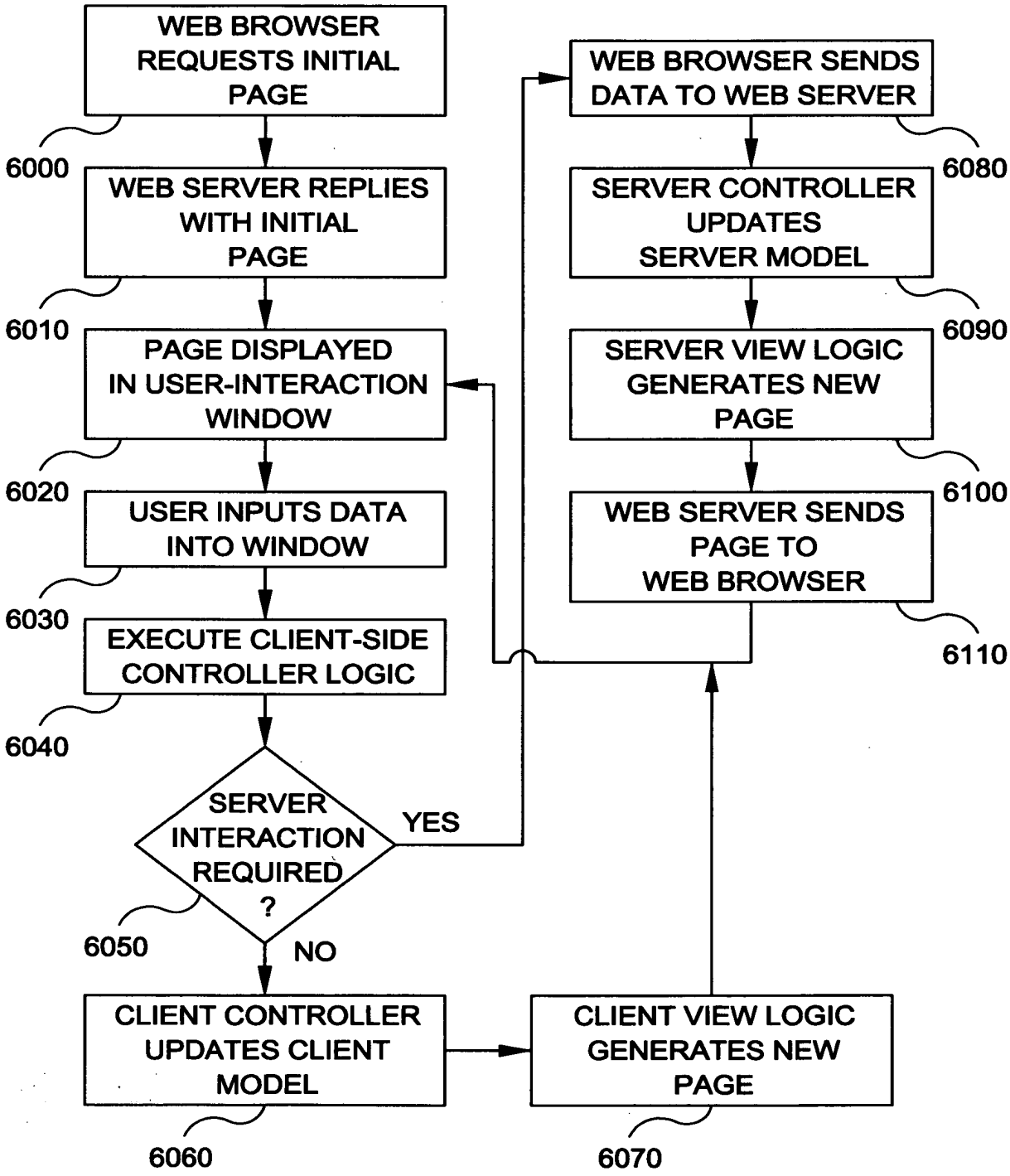

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FIG. 8

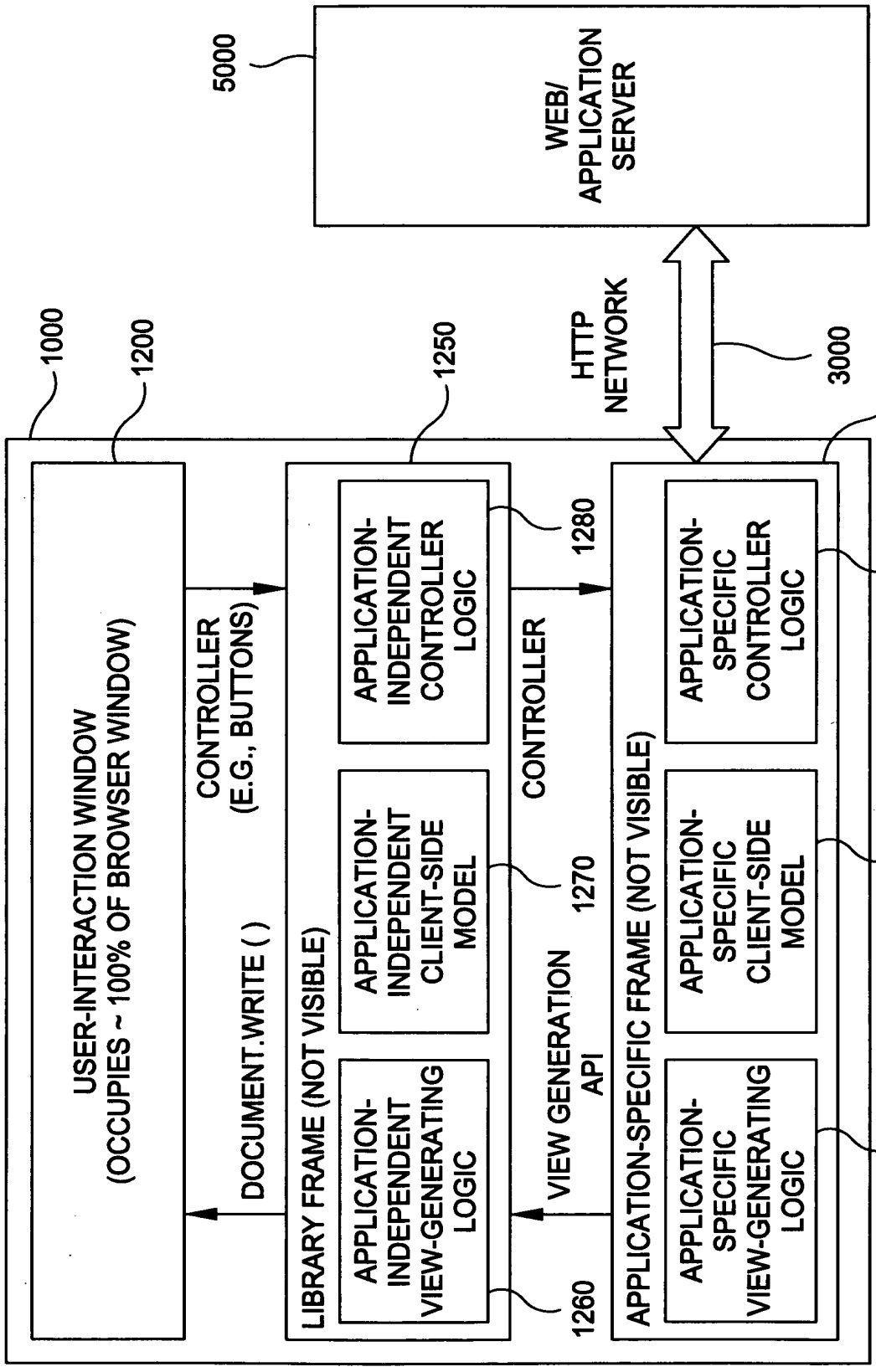

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FIG. 9A

```
<SCRIPT LANGUAGE="JavaScript">

// Define the variable (s) holding the Model data
var   counter = 0;  //  a counter value

// Define the variables holding pointers to the View components
var   theFrame;          // pointer to the LFrame component
var   theForm;           // pointer to the LForm component
var   theText;           // pointer to the LText component
var   theButton;         // pointer to the LButton component
var   theStaticText;     // pointer to the LStaticText component

function initialize ( )  //  Create and initialize components
{

  //  Create a library LFrame component
  theFrame = new parent.LIBFrame.LFrame ("Frame1", "A Frame");

  //  Adjust the base font to be +3 larger
  theFrame.adjustBaseFont (+3);

  //  Create a library LForm component inside the LFrame
  theForm = new parent.LIBFrame.LForm ("Form1", theFrame);

  //  Create a library LText (text entry field) component inside the LForm
  theText = new parent.LIBFrame.LText ("foo", "bar", theForm);

  //  Set up an event handler to handle user changes to the LText
  the Text.setOnChange (T_onChange);

  //Create a library LButton component inside the LForm
  theButton = new parent.LIBFrame.LButton ("increment_button",
      "Increment Counter", theForm);

  //  Set an event handler to handle clicks on the LButton
  theButton.setOnClick (B_increment);
```

(CONTINUED IN FIG. 9B)

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FIG. 9B

(CONTINUED FROM FIG. 9A)

```
 // Create a library LStaticText (label) component in the LForm
 theStaticText = new parent.LIBFrame.LStaticText ("OST", "piece of text ...",
     theForm);

 // Set the font size for the LStaticText
 theStaticText.setFontSize (1);

 //Set the color for the LStaticText
 theStaticText.setColor ("red");

 // Refresh the contents of the User Interaction window
 theFrame.RefreshVisibleFrame ();

 // Set the browser focus to be on the LText component
 theText.focus ();
}

// This function is invoked on the LText component when the value is changed
// by a user interaction
function T_onChange ()
{
 // Change the value  to a message
 this.setValue ("Please do not change the value!");
}

// This function is invoked on the LText object when the user clicks on it
```

(CONTINUED IN FIG. 9C)

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FIG. 9C

(CONTINUED FROM FIG. 9B)

```
function T_onClick ()
{
  this.setValue ("Please do not click on this!");
}

// This function is invoked on the LButton object when the user clicks on it
function B_increment ()
{
  // Increment the counter (Model)
  counter += 1;

  // Move the new counter value into the LText field
  theText.setValue (counter);

  // Increment the font size on the LStaticText component
  theStaticText.setFontSize (theStaticText.getFontSize() + 1);

  // Toggle the LStaticText component font between Courier and Impact
  if (0 == (counter % 2))
    theStaticText.setFace ("Courier");
  else
    theStaticText.setFace ("Impact");
}

</SCRIPT>
```

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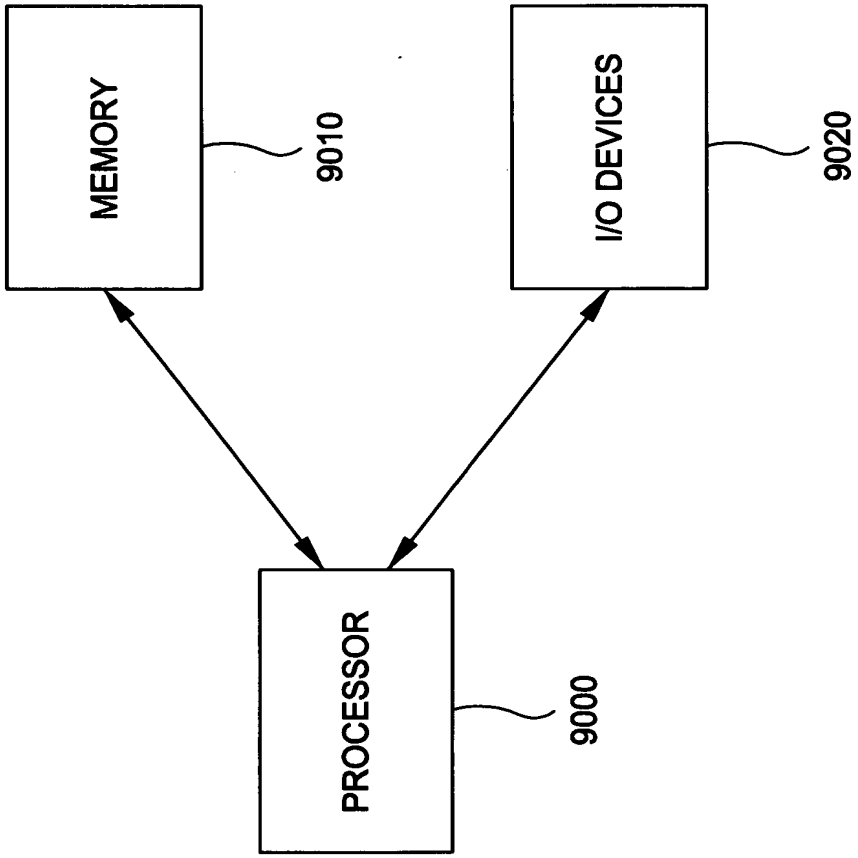

FIG. 10